

# Giordano Prato

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Level Designer | Game Designer

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Always been in love with new adventures and the latest one was graduating at [AIV](#) in Level Design and Game Design. I'm very team focused and always ready to gain and share knowledge about games.

## WORK EXPERIENCE

### Trip Leader - [Backroads](#)

2018 - 2020/21

- Worked as a Tour Guide for the leading company in luxury active travels
- Always worked in teams in order to work in the most efficient and respectful way
- Faced problems continuously that needed a fast reaction time to be solved
- Adopted a teamwork-based work style to always work smarter and not harder
- Learned how important communication is in a team

**Skills:** Empathy - Teamwork - Problem-solving - Stress Management - Openness to criticism

### Operation Expert - Backroads

2019 - 2020/21

- Managed a [region](#)'s logistics and resources for backroads comprehending work-related necessities and houses for the employees.
- Increased the region's reputation from 7/10 to 9.6/10 in a year
- Concentrated on increasing the life's quality for employees in their free time
- Focused on constant feedback to create the best environment possible for workers

**Skills:** Empathy - Teamwork - Problem-solving - Team Management.

## EDUCATION

### AIV - Italian Videogame Academy

2021 - 2024

- 3 Years of Game Design and Level Design classes
- Yearly tasks to do in teams following a vertical slice with Agile and UE4/5
- Studied the main frameworks used today in the industry
- Received an education based on a work simulation environment with deadlines and tasks to respect

### Lead Game designer - Traitor's Unite (Board Game)

2021 - 2022

- Designed and created a board game based on alliances and betrayals in 6 months
- Worked on the main mechanics and aesthetics with the team to achieve the high vision that we were starting from
- Completed the first physical and online version of it on tabletopia

### Lead Level Designer - Gunpyre (UE5.1)

2022 - 2023

- Worked with a vertical slice following Agile and Scrum
- Implemented every aspect of the level design process of a map starting from the documents needed (Setting, LDD, Layout) to a blockout and a final enrichment.

## TECHNICAL SKILLS



## HOBBIES

